

Lone Wolf Club Newsletters

Newsletter #16

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Dominic Roberts – providing scans for missing / damaged pages.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



NEWSLETTER No. 16

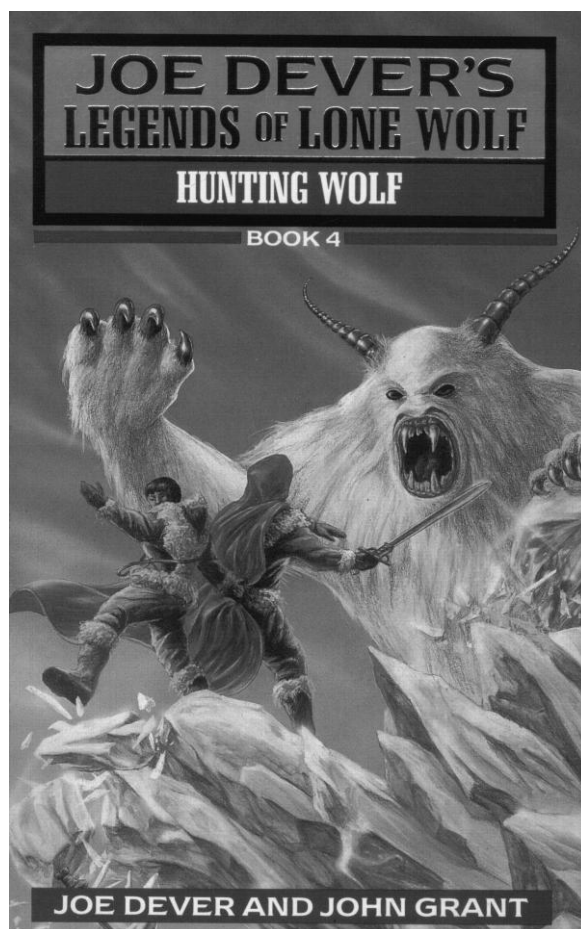
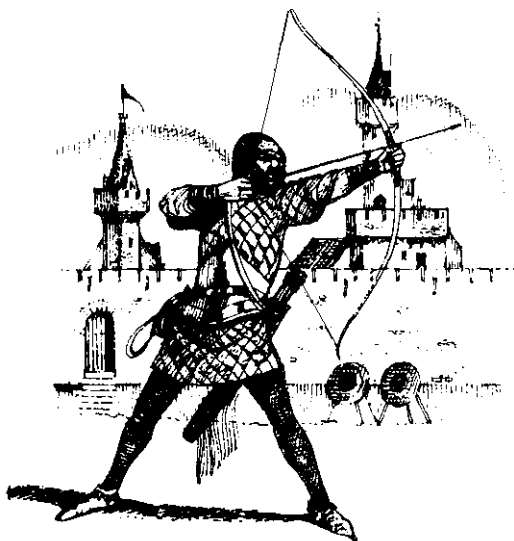
February sees the release of the 4th novel in the Legends of Lone Wolf series, entitled:

'HUNTING WOLF'

Members can order their signed copies using the special order form on page 6.



Also, we're proud to present the prologue to the forthcoming LONE WOLF GRAND MASTER series, which sets the scene for this exciting new Lone Wolf project.



News from the Monastery

Following the recent merger of Century Hutchinson (the UK publishers of all Joe Dever's books) and the US company Random House, a new publishing company has been formed entitled Random Century. From August 1990 the imprint 'Beaver Books' will no longer exist. It is being replaced by a new imprint called 'Red Fox'. The publication of the first of the Lone Wolf Grand Master gamebooks—**The Plague Lords of Ruel**—coincides with the launch of this new imprint. Additionally, all of the previous books in the Lone Wolf series (Books 1–12) will be re-released by Red Fox with new cover designs and artwork by top cover artist—Peter Jones. It is the artwork for 'Plague Lords' which is featured on page 4 of this newsletter.

Joe is currently working on the second Grand Master adventure entitled '**The Captives of Kaag**' which is due for UK publication in January 1991.

The 5th British Play-by-Mail Convention is being held in London on March 17th 1990, full details of which can be found on page 9. The size of the venue and the number of participation games etc., promises to make this a convention well worth attending. Joe Dever will be there as Guest of Honour and will be available on the Arrow Books stand if you'd like to meet him and talk about his work. Entrance fee will be £3 on the day, or £2 if you buy your tickets in advance.

Bugs in the Atari and Amstrad versions of the Lone Wolf computer game have delayed the publication of 'Lone Wolf—Mirror of Death'. UK release has been now scheduled for May 1990. If you'd like to know more about the Lone Wolf software, and the new Freeway Warrior computer game which is currently in production, write to Audiogenic Software, Winchester Mouse, Canning Road, Wealdstone Harrow. Middx., or telephone them on 01 861 1166.

Look out for the February issue of **GM Magazine**. It contains another Battleday article which features colour photos of

Joe's massive collection of Lone Wolf miniatures, and a Fantasy Wargame scenario based in Magnamund.

US publication dates for Freeway Warrior and Legends of Lone Wolf are as follows:

Freeway Warrior	1:	November	1989
Freeway Warrior	2:	February	1990
Freeway Warrior	3:	May	1990
Freeway Warrior	4:	August	1990
Legends of Lone Wolf	1:	October	1990
Legends of Lone Wolf	2:	December	1990
Legends of Lone Wolf	3*:	February	1991
Legends of Lone Wolf	4*:	April	1991
Legends of Lone Wolf	5:	June	1991

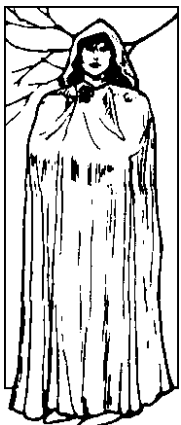
* In the US, Legends Book 3 'The Sword of the Sun' will be published in two parts. The first part will be entitled '**The Tides of Treachery**'; the second part will retain the UK title—'**Sword of the Sun**'.

UK-based specialist clothing designers—**Fantasy Knitwear**—have agreed to produce a range of top quality hand-knitted Lone Wolf garments. The first available items will be sweaters which will bear the image of Lone Wolf, together with the wearer's name and / or Kai rank. Details of prices, sizes, and availability, etc. will be announced shortly (probably in the next newsletter).

The **Lone Wolf Boardgame**, a project which unfortunately was shelved when the company producing it was taken over by a larger company back in 1986, is likely to be resurrected this summer. Games companies, both here and in the US, have approached Joe with offers of publication. Watch this space for details of further developments over the coming months.

'**The Fortress of Doom**'—the Lone Wolf telephone game, is scheduled for release in the US in October 1990. The carrier will be US Sprint and exact user costs will be known shortly. Meanwhile, Joe is recording the third and final part of 'Fortress' which will be on-line in the UK in May. He has also scripted and produced four new games which will expand the PhoneQuest label. The four new games are entitled: **Alien Intruder**, **Ghosthunter**, **Ninja**, and **Tomb of the Sphinx**, and are also scheduled for release in May. The main voice-over actors featured in these new games include **Antony Valentine** and **Tom Baker** (Dr. Who).

Joe Dever & John Grant have recently signed contracts with Random Century to write a further four novels in the Legends of Lone Wolf series. Joe and John are currently halfway through Book 5 which, chronologically, is set in the years MS 5051—MS 5054 the period between Lone Wolf gamebooks 3 and 4.



THE PLAGUE LORDS OF RUEL

by Joe Dever

You are Grand Master Lone Wolf, last of the Kai Lords of Sommerlund and sole survivor of a massacre that wiped out the First Order of your élite warrior caste.

It is the year MS 5075 and twenty-five years have passed since your brave kinsmen perished at the hands of the Darklords of Helgedad. These champions at evil, who were sent forth by Naar, the King of the Darkness, to destroy the fertile world of Magnamund, have themselves since been destroyed. You vowed to avenge the murder of the Kai and you kept your pledge, for it was you who brought about their downfall when alone you infiltrated their foul domain—the Darklands—and caused the destruction of their leader, Archlord Gnaag, and the core of their cancerous power that was the internal city of Helgedad.

In the wake of their destruction, chaos befell the Darkland armies who, until then, had been poised to conquer all of Northern Magnamund. Some factions which comprised this huge army, most notably the barbaric Drakkarim, began to fight with the others for control. This disorder quickly escalated into an all-out civil war which allowed the Freestate armies of Magnamund time in which to recover and launch a counter-offensive. Skilfully their commanders exploited the chaos and secured a swift and total victory over an enemy far superior in numbers.

For five years now peace has reigned in Sommerlund. Under your direction, the once-ruined monastery of the Kai has been thoroughly rebuilt and restored to its former glory, and you have begun the task of training a Second Order of Kai warriors so that the skills and proud traditions of your ancestors will be carried forward in the centuries to come. The new generation of Kai recruits, all of whom were born during the era of war against the Darklords, possess latent Kai skills and show exceptional promise. These skills will be nurtured and honed to perfection during their time at the monastery so that they may teach and inspire future generations, thereby ensuring the continued security of your homeland in future years.

Your attainment of the rank of Kai Grand Master brought with it great rewards. Some, such as the restoration of the Kai and the undying gratitude of your fellow Sommlending, could have been anticipated. Yet there have also been rewards which you could not possibly have foreseen. The discovery that within you lay the potential to develop Kai Disciplines beyond those of the Magnakai, which, until now, were thought to be the ultimate that a Kai

Master could aspire to, was truly a revelation. Your discovery has inspired you to set out upon a new and previously unknown path in search of the wisdom and power that no Kai Lord before you has ever possessed. In the name of your creator, the God Kai, and for the greater glory of Sommerlund and the Goddess Ishir, you have vowed to reach the very pinnacle of Kai perfection—to attain all of the Grand Master disciplines and become the first Kai Supreme Master.

With diligence and determination you set about the restoration of the Kai Monastery and organized the training of the Second Order recruits. Your efforts were soon rewarded and, within the space of two short years, the first raw recruits had graduated to become a cadre of gifted Kai Masters who, in turn, were able to commence the teaching of their skills to subsequent intakes of Kai novices. Readily the Kai Masters rose to their newfound responsibilities, leaving you free to devote more of your time to the pursuit and perfection of the Grand Master disciplines. During this period you also received expert tutelage in the ways of magic from two of your most-trusted friends and advisors: Guildmaster Banedon, leader of the Brotherhood of the Crystal Star, and Lord Rimoah, speaker for the High Council of the Elder Magi.

In the deepest subterranean level of the monastery, one hundred feet below the Tower of the Sun, you ordered the excavation and construction of a special vault. In this magnificent chamber wrought of granite and gold, you placed the seven Lorestones of Nyxator, the gems of Kai power that you had recovered during your quest for the Magnakai. It was here, bathed in the golden light of those radiant gems, that you spent countless hours in pursuit of perfection. Sometimes alone, sometimes in the company of your two able advisors—Banedon and Rimoah—you worked hard to develop your innate Grand Master disciplines and grasp the fundamental secrets of Left-handed and Old Kingdom magic. During this time you noticed many remarkable changes taking place within your body; you became physically and mentally stronger, your five primary senses sharpened beyond all that you had experienced before, and, perhaps most remarkably, your body began to age at a much slower rate. Now, for every five years that elapse, physically you age but one year.

At this time many changes were also occurring beyond the borders of Sommerlund. In the regions to the north—east of Magador and the Maakengorge,

the Elder Magi of Dessi and the Herbwardens of Bautar were working together in an effort to restore the dusty volcanic wasteland to its former fertile state. It was the first tentative step towards the reclamation of all the Darklands. However, although they had had notable successes in these regions, generally their progress was painfully slow and both parties were resigned to the fact that their efforts to undo the damage caused by the Darklords would take not years but centuries to complete.

In the far west, the Drakkarim had retreated to their homelands and were engaged in a bloody war against the Lencians. Much of Nyra had been recovered by the armies of King Sarnac, the Lencian commander, and his flag now flew over a land which, two thousand years ago, had once been part of Lencia.

Following the destruction of the Darklords of Helgedad, the Giaks, the most prolific in number of all of Gnaag's troops, fled into the Darklands and sought refuge in the gigantic city-fortresses of Nadgazad, Aarnak, Gournen and Kaag. Within each of these hellish strongholds there exists now a state of frenzied conflict as remnants of the Xaghash (lesser Darklords) and the Nadziranim (evil practitioners of Right-handed magic who once aided individual Darklord masters) fight for control. By virtue of their geographic locations, and the struggles taking place within them, each one of these city-fortresses is isolated from the next and poses no immediate threat to the peoples of the Free Kingdoms. It is widely believed that by the time the Elder Magi and the Herbalish reach the walls of these strongholds the occupants will have long since wrought their own extinction.

Elsewhere, throughout Northern Magnamund, peace reigns victorious and the peoples of the Free Kingdoms rejoice in the knowledge that the age of the Darklords has finally come to an end. Readily men have exchanged their swords for hoes and their shields for ploughs, and now the only marching they do is along the ruts of their freshly furrowed fields. Few are the watchful eyes that scan the distant horizon in fear of what may appear, although there are still those who maintain their vigilance, for the agents of Naar come in many guises and there are those upon Magnamund who wait quietly in the shadows for the chance to do his evil bidding.

Often, over the past two years, Lord Rimoah has warned you to be wary of one such group. They are known as the Cener Druids and they occupy a small forested realm to the south of the Stornlands called Ruel, which they have made virtually impregnable to invasion through the use of evil herbcraft. Once, long ago, after the defeat of Naar's greatest champion—Agarash the Damned—they were used by Naar as agents of revenge. Then, they formulated and released a plague that decimated the Elder Magi and left the way open for their conquest of Magnamund. Now the Elder Magi fear that, as before, Naar will use them again to enact revenge for the defeat of his champions. They fear that they will seek to destroy the Second Order of the Kai before it becomes too strong, for your quest for mastery of the Grand Master Disciplines has opened a door to such goodly power that even Naar himself may be unable to counter it. Unless he closes that door, others of your kind could soon be following in your footsteps.

Already the Elder Magi have petitioned the courts of all the Freeland rulers, beseeching them to act



immediately and destroy the Cenerese before it is too late. Many of the kingdoms they have visited unwittingly harboured secret sects of Cener Druids who practiced their vile herbcraft, often in remote areas. Sommerlund was one such land. Only a year ago, a sect of Cenerese was found in the foothills of the Durncraggs engaging in blood rituals at a site less than a day's ride from the monastery. News of this prompted action which brought about a purge of the Lastlands and forced many Cenerese sects to flee to the safety of Ruel. The regular armies of three nations—Palmyrion, Lourden, and Slovia—are now encamped around its border in an attempt to contain the Cener threat. They remain watchful, but that is all they can hope to do. The Cenerese are too powerful within their own domain for the Freeland armies to dare launch an invasion. One such attempt has already ended in disaster. Six months ago an allied force numbering seven thousand fighting men entered the Forest of Ruel, intent on storming the Cenerese fortress of Mogaruith and razing it to the ground. Seven thousand men went into the forest; only seventy returned alive.

Despite the vigilance of the three Freeland armies, the containment of the Cenerese threat within Ruel has not been entirely successful. To the south, the Cenerese can enter and leave their realm by means of tunnels which

honeycomb the Skardos Mountains. These secret passages emerge in the free state of Caron, at the northern edge of the Rootstrangle Swamp which, in due course, drains into the Tentarias (the great waterway which divides the northern and southern continents of Magnamund). Once access to the Tentarias has been achieved, the Cenerese are virtually free to sail to any port or country of their choosing. Caron is helpless to prevent the Cenerese from using this route through their land. They are a poor nation with few resources, and the Rootstrangle Swamp is one of the most difficult places to patrol. It comprises a constantly shifting morass of mud flats and rotting vegetation, inhabited only by Tzargs—a carnivorous race of frog-like animals originally bred by the Cenerese for the sole purpose of guiding them through the swamp's ever-shifting channels.

On mid-summer's day, Lord Rimoah arrived at the monastery without, as was customary on such occasions, any forewarning of his visit. His unexpected appearance surprised the other Kai and caused them to speculate in whispers about the reasons for his journey. Yet his coming was of no surprise to you. For days you had experienced a feeling of unease, a presentiment that hat your orderly life at the monastery was about to undergo a dramatic change. Rimoah brought with him a



glass phial of pale green liquid, a liquid that was proof-positive that the Cenerese were indeed preparing to enact Naar's revenge upon the Free Kingdoms of Magnamund.

The phial had been found among the possessions of a Cener Druid who had been caught in the city of Ragadorn after having been followed there by a watchful Herbwarden from Bautar. Under interrogation, the Cener revealed that he had been sent to Ragadorn by Arch-Druid Cadak, the ruler of Ruel, to distribute phials of this liquid to agents sympathetic to the Cenerese cause. The Herbwarden had sent the phial to Dessi where the Elder Magi, upon analysing the liquid, discovered it to be a powerful vaccine against a new and complex plague virus. Judging by the composition of the vaccine, this plague virus would prove to be several times more lethal than the Great Plague which had so devastated their race many thousands of years ago. The Cener succeeded in taking his own life before he revealed further details, but, judging from the evidence in their possession, the Elder Magi were convinced that the Cenerese are getting ready to unleash an airborne plague virus that could kill all the

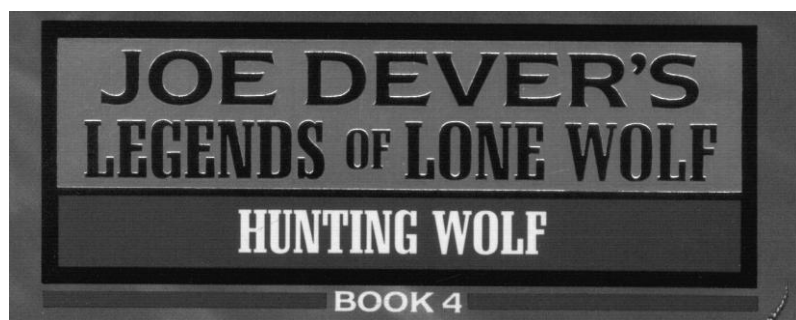
living creatures of Magnamund, save those that had ingested the vaccine.

Rimoah informs you that the Elder Magi are unable to replicate the vaccine in huge quantities, and even if they were so able, to distribute it to every living creature on Magnamund in itself would be an impossible task.

"The Herbwardens are sure that the Cener they found in Ragadorn was one of the first of those sent out of Mogaruith to distribute this vaccine," said Rimoah, his voice uncharacteristically sombre. "Therefore we must act quickly if we are to destroy the virus before Cadak is ready to release it into the atmosphere. Someone must enter Mogaruith. They must find and destroy the plague virus, and they must ensure that this evil work can never again be resumed."

For a long moment you stood in silence staring into Rimoah's unblinking eyes. Then, with a nod of your head, you acknowledged what had to be done. Only a Kai Grand Master possesses the skills and experience that would be essential to the success of this vital mission . . .

. . . and there is only one Kai Grand Master.



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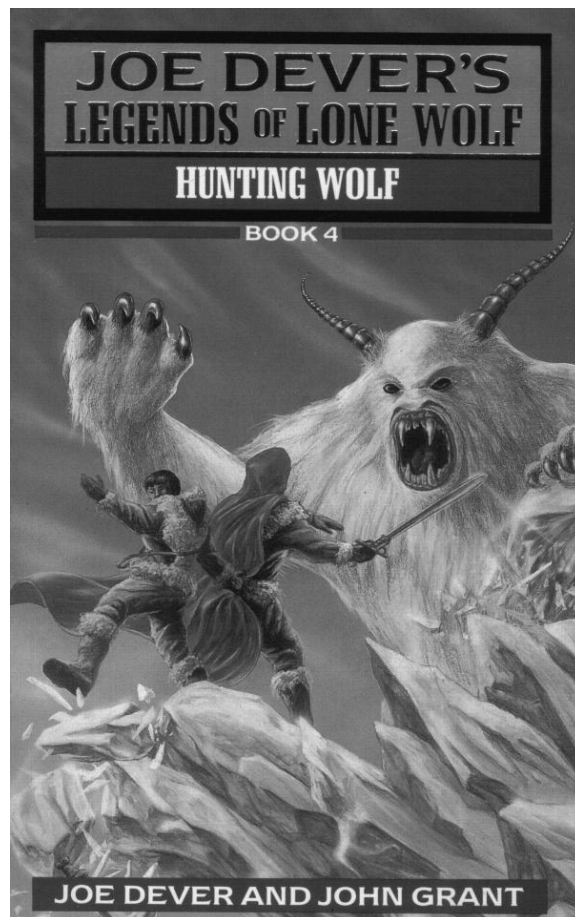
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The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: CHARLIE ROBINSON
Age: 13
Address: England
Hobbies: Lone Wolf, swimming, reading, TV.
Would like a pen-pal, preferably female, aged 12-14, any nationality, with similar interests.

Name: STEPHEN STRELLET
Age: 15
Address: England
Hobbies: All RPGs, solo adventure books, US football, martial arts.
Would like an American pen-pal, preferably female, similar age & interests.

Name: SAMUEL HORAM
Age: 9
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, computers (Spectrum 48K), cricket, reading, music (Mozart), chess.
Would like a pen-pal, boy / girl, who shares all or some of his interests, aged 9-13.

Name: IAN FISH
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, writing books & short stories.
Would like a pen-pal aged 11 / 12, male, who is into the works of Joe Dever & Ian Page.

Name: PETER A ANDREWS
Age: 12
Address: England
Hobbies: Solo gamebooks, computer games, Space Hulk (RPG), reading.
Would like a pen-pal, boy / girl, aged 12-14, who enjoys the Legends of Lone Wolf. He is new to solo adventuring and would appreciate hearing from someone prepared to teach him a bit about the hobby.

Name: JUSTIN YOUNGSON
Age: 12
Address: Canada
Hobbies: Computer programming & games, writing stories, skiing, surfing, and Lone Wolf (of course!).
Would like a UK or European pen-pal, age not important, with similar interests. Preferably an animal lover.

Name: ROBERT WEIGHILL
Age: 19
Address: England
Hobbies: Lone Wolf, AD&D, Middle Earth, drawing, wargaming, painting miniatures, collecting videos.
Would like a pen-pal, boy / girl, aged 17-20+, preferably with similar interests.

Name: KENNETH MacLEOD
Age: 15
Address: Scotland
Hobbies: Lone Wolf, RPGs, computer programming, reading, aircraft.
Would like a pen-pal, preferably male, same or similar interests, living in Scotland.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).



THE BRITISH PLAY BY MAIL ASSOCIATION PRESENTS . . .

THE FIFTH BRITISH PLAY BY MAIL CONVENTION

ON
SATURDAY MARCH 17th 1990
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LONE WOLF

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7+	£1.55	£2.12

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LONE WOLF 14: The Captives of Kaag		N.Y.A.	
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LONE WOLF CLUB COMPETITION RESULTS

The 'Draw a Monster Competition' in Newsletter No. 14 proved very popular. It attracted a record number of entries from club members from all around the world. The standard of artwork was uniformly high, making the task of choosing the winners and runners-up rather difficult. However, after careful deliberation the choices were made, and here is the complete list of winners and runners-up in all three of the group categories:

UNDER 11s

WINNER: **BEN MOORHOUSE** (Age: 9)
Runners-up: **Alex Chin** (Age: 9)
Toby Pringle (Age: 7)

11-14s

WINNER: **PAUL CAPPLEMAN** (Age: 13)
Runners-up: **Shane Reynolds** (Age: 12)
Stephen Weeks (Age: 14)

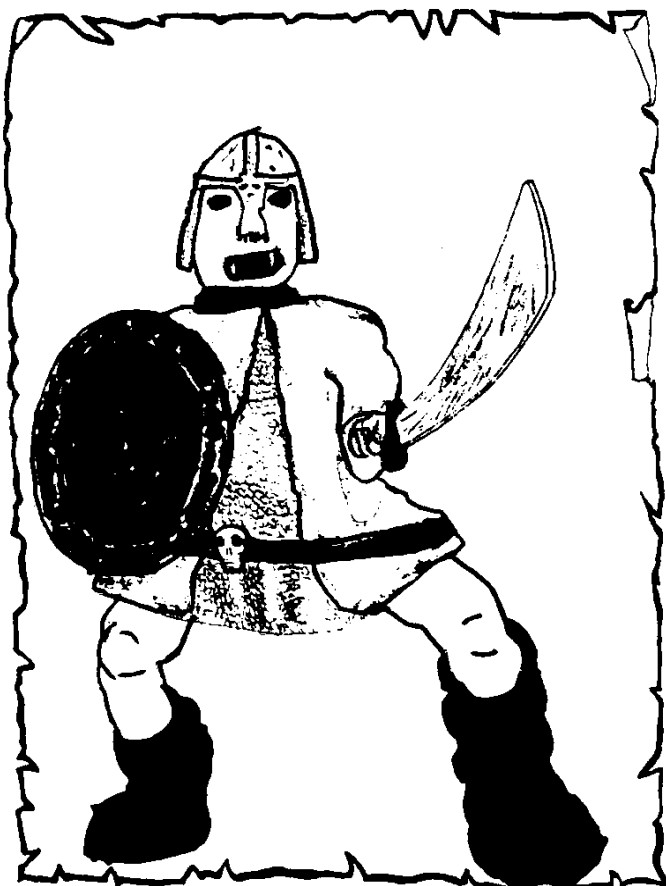
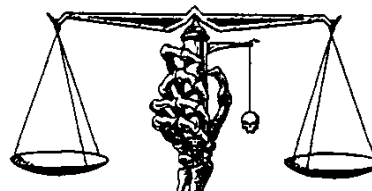
15 & over

WINNER: **JON HANCOCK** (Age: 19)
Runners-up: **Micheal Hole** (Age: 16)
Scott Hunter (Age: 15)

Congratulations to the winners—Ben, Paul, and Jon—who each won a Lorus LCD Chrono / alarm wristwatch. All six runners-up received signed copies of 'Eclipse of the Kai'.

Because at the generally high standard of entries, we are publishing a 'List of Merit'. It contains the names of all those whose artwork was deserving of recognition:

IAN LAING, BRUCE COLLIS, JOHN POPKIN, GWYN RHODES, PETER DILLON, ALEX BURTON, MARCO LUCCHINO, ALEX PARTRIDGE, MARTIN ELLABY, SCOTT CARTER, JOHN SAINTLY, JONATHAN BLOWER, JAMES POOLE, CARL WARNER, CHRISTOPHER TAYLOR, BARRY GIBSON, LYNN FOUNDER, SIMON POTTS, GRAHAM LEADER, JANE CRAIG, MICHEAL COLLINS, GARY DAWSON, ANDREW WETHERBY, LUCY BROWN, JACK GREENBRIDGE, JOHN SISSONS, JOHN MURRAY.



UNDER 11s

WINNER: **BEN MOORHOUSE** (Age: 9)



11-14s

WINNER: **PAUL CAPPLEMAN** (Age: 13)



15 & over

WINNER: **JON HANCOCK** (Age: 19)

CAPTAIN KHADRO'S LONE WOLF TREASURE HUNT COMPETITION

'Twas midnight when I left the Earth Star Tavern and made my way back to the docks. A long voyage lay ahead, aye, a voyage to warmer climes. Just the thought o' anchoring in the Bay of Lon was enough t'warm m' shivering bones. By the time we dropped anchor in those shark-infested waters I'd heard word that m' brother Jake, him that was a-caring after m' treasure, was but 80 miles due east. I was a-wantin' to pay him a visit, me being a carin' sort o' brother an' all, so I trekked cross-country to his moth-eaten lodgings by the quay. But, curse m' eyes, I arrived too late—he'd left but an hour before. Some scurvy natives confided that he was in the pay of Svedchek Moldo, so I forged a course for the land of the blue-skinned giants at first light.

There, at the capital, I was joyously reunited with m' beloved brother. Miraculously m' treasure was intact, save for a few silver Lune which Jake said he'd 'misaid' during his travels. He settled his business then we journeyed together to the court of Queen Evaine where Jake, being a mercenary by trade, had pledged himself ta the lady's service as a captain of brigade. War was a-knocking on the door of that realm and I be a cursed old seadog if I was going to stay and watch m' luverly gold fall into the greedy claws of some slaverin' Agarashi. At first light I bought passage on a barge which was a-flying a flag I'd not seen afore. It showed a princess holding a sword and a fluttering pennant. The barge sailed to its homeland and we docked at its main city before the day was done. Aye, it was a fine city and, for the first time in many a year, I felt safe and secure from them who'd have a mind t'steal m' gold. And so it's come to pass that I've hid me hoard here, in this safe place, safe from pryin' eyes and the greedy-fingered scum o' the seas. I've told nobody where it's buried so it'll remain safe 'til the day I choose t'come back to collect it. Ain't no-one with brains enough to work out where it's hid . . . and that's for sure, m'hearties!

THE ANSWER—

HUMBOLD



Newsletter No. 15's Treasure Hunt Competition certainly proved that Lone Wolf Club members know their way around Magnamund! One hundred and six entries were received in total, of which only two had the incorrect location of Captain Khadro's hidden hoard. Unfortunately, there could only be one winner and three runners-up:

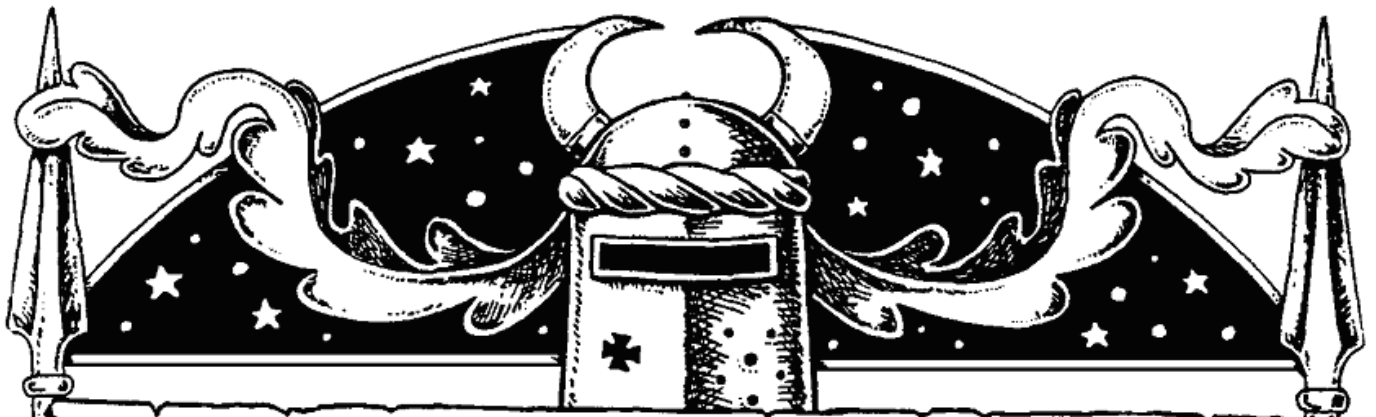
THE WINNER:

JOHN RIMELL, Spalding

RUNNERS-UP:

LAWRENCE CURTIS, Scarborough
ALEX FEATHERSTONE, Bicester
CURTIS HUNTER, Midland, Tx, USA

Congratulations to John who won a PUMA 'BOMBER' SPORTS HOLDALL and a signed copy of 'The Sword of the Sun'. Each of the runners-up won signed copies of Freeway Warrior 4—'California Countdown'.



BANEDON'S QUEST A LONE WOLF TREASURE HUNT COMPETITION

Well, Captain Khadro's Treasure Hunt proved to be a bit too easy for most of you so here's another that's sure to test your deductive Kai skills to the limit.

It was believed that 'Nadazgada'—the sword of Darklord Gnaag—was destroyed during the fall of Helgedad. In fact it survived and was soon recovered by a Nadziranim sorcerer, an inhabitant of the city of Gournen. News of its discovery reached Guildmaster Banedon who vowed to discover its whereabouts and destroy it once and for all. His quest was successful and, listed below, is his coded account of his journey to find Nadazgada Using your knowledge of Magnamund, you must decipher the clues in order to reveal the location where Banedon discovered the sword.

When you think you have the answer, write the location on a postcard, together with your NAME,

ADDRESS and KAI RANK. Then send your card to the club at the following address:

BANEDON'S QUEST COMPETITION, The Lone Wolf Club, Beaver books, 62/65 Chandos Place, London, WC2N, England.

All entries to be submitted no later than March 31st 1990. Any entries received after this date will not be counted. The winner and runners-up will be notified by April 15th, 1990.

THE PRIZES: The first correct entry, picked at random from all those received by close of competition, will win a **HALINA 'SPRITE' 110 CAMERA** outfit, complete with film. Three runners-up will receive signed copies of 'HUNTING WOLF'—Legends of Lone Wolf Book 4.

My quest for the Nadazgada took me first to the City of Merchants where I met with my old friend Chalda. He was to be my guide on the first stages of my journey. We rode to Bais where we met with my friend's contact, a ranger recently returned from the Falls of Lamenta. He had heard tell that Gnaag's blade was being transported to a Darkland stronghold whose name meant 'Fortress Blackwood' For three days we journeyed north, covering 50 miles each day, before we stopped to rest at a border town. It was here we heard rumour that robber barons were fighting for control of territory to the east, and so we resolved to change our route to avoid falling foul of them. During our brief rest we had been befriended by a journeyman called Akon, whose name was an anagram of the place where he lived. Generously he offered us lodging at his home whilst we formulated our next course of action, and we were pleased to accept.

It was now that the quest took a turn for the worse. Word of my purpose had reached the ears of agents loyal to Warlord Magnaarn, who immediately dispatched a troop of Zagganozod with orders to find and assassinate us forthwith. A midnight attack claimed the life of my companion and our host. I escaped with my life, but only just. Aided by Nadziranim magic, Magnaarn's horsemen pursued me for a week on a compass bearing of 300° before finally I lost them in the mountains. By chance, an encounter here with a Giak patrol was to help me fulfil my mission. I captured a scout who, under hypnosis, revealed to me that Gnaag's sword had been transported to another destination, one that was little more than four day's ride away. I acted on this information and, sure enough, I found what I had set out to discover.

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21 August 2009

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